

Player 1



Player 2



Fishing to Make Ten

Remove all the jokers, face cards and the all the tens.

The ace is the number 1.

Decide who goes first. Suggestions: the younger player or rock, paper, scissors. Make sure the 36 cards are well shuffled.

Player 2 deals because Player 1 is going first. Player 2 deals both players 5 cards placing the remaining cards face down in the space between them. This is the **“Fish Pond”**.

The goal of the game is to get as many pairs that add to ten.

Player 1 looks at her cards to see if she has any **make ten pairs**. She shows Player 2 the two cards from her hand that make ten and then sets them aside.

Next, Player 1 looks at the cards in her hand and asks Player 2 for a card she needs to **make ten**. For example, if she has a seven in her hand, she asks Player 2 for a three to make ten.

If Player 2 has the card she asked for then he gives it to Player 1. Then Player 1 shows Player 2 that she has the card in her hand needed to make ten then puts the pair aside and gets to go again. Player 1’s turn ends when Player 2 does not have the card she asked for. Player 2 tells her to **“Go Fish”** and Player 1 picks up a card from the pile in the middle (the fish pond).

Player 2’s turn is the same. He puts down his initial make ten pairs and continues to ask Player 1 for cards he needs to make ten. His turn ends when she tells him to **“Go Fish”**.

The game continues until there a no cards left in the pile.